Standard: International Society for Technology in Education (ISTE) 5. Designer
Educators design authentic, learner-driven activities and environments that recognize and
accommodate learner variability. Educators: b. Design authentic learning activities that align
with content area standards and use digital tools and resources to maximize active, deep learning.

Over the last decade, the use of technology has developed tremendously and the use of
technology has begun to integrate its way into classrooms. Due to the increase in technology in
the classroom, it is important for teachers to become educated in the different ways to use
technology. The "Come to the Edge" project has brought to light the different websites and
applications that I can use in the classroom to teach students of all ages. Students are all about
technology in today's society and by integrating technology in the classroom, it will make them
eager to learn. It is important to repurpose the tools to fit needs of the students in today's
classrooms, which is called creative repurposing (Mishra, 2011). Creative repurposing is
essential to do because each class will not be the same, and in most cases, there may need to be
adaptations to students who have an IEP or other means of adaptations to help them reach their
full potential.

In "Come to the Edge", I created nine products. Being able to understand how to use
several different kinds of medias is called being "21st Century Ready" which is what teachers
should be able to do (Partnership for 21st Century Skills, 2009). One of the products that I
thought "embraced innovative use of technology" is the Poll Everything (Mirisha, 2011, p.1). To
use this website, students need to be on their own mobile learning device, whether it be a laptop,
phone, chromebook or iPad. I think this artifact is great to use in the classroom because it allows
for students to answer a poll on the screen and the results will pop up instantly. This allows each
student a chance to participate in a discussion and their answers will remain anonymous.
Students will be more eager to participate in an activity that involves using their phones or
computers rather than completing worksheets. By having students more eager to participate they
will be more interested to learn.

For this particular product, I created polls that could be used as ice breakers at the
beginning of a school year, or for opinions on what unit should be completed next. However, this
can also be used to work in pairs or groups in a class during a review class. This would be
helpful because while the students would be working in pairs, the students would also be
working together as a class which encourages collaborative learning. Collaborative learning
allows students to teach and learn from each other, which is becoming more common in
curriculum (Adams et al., 2016). Having students work together builds teamwork and also helps
students learn by teaching their classmates.

Technology is great to apply in the classroom and I would use all of the products I
created in a future classroom. Some products would apply to older children in Elementary school
and some would work for students of all ages. I do think it is important to integrate technology
into the classroom because it allows for students to be engaged and further their knowledge.

References:

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